VALENWOOD

GAZETTEER

Valenwood Gazetteer

Fierce and untamed, Valenwood's lush, impenetrable forests have long been the stuff of legend. The province's entrance into the Aldmeri Dominion has brought change to the Wood Elves who have lived in the region and clung to their traditions for generations. Even with the front of the Three Banners War nearby, the province offers thorny and complex concerns of its own, like the independent tribes of Wood Orcs or the missing city of Falinesti, housed in one of Valenwood's massive migratory trees. Lately, longtime Valenwood residents have started to view outsiders with suspicion, thanks largely to the guiding influence of the Wood Elf Deslandra, long a popular figure in the area for her charitable work.

Table of Contents

Overland Mechanics....4
Traveling Caravan....5
Towns....6
- Arenthia....6
- Baandari Trading Post....7
- Dread Vullain....8
- Elden Root....9
- Greenheart....10
- Haven....11
- Marbruk....12
- Silvenar....13
- Southpoint....14
- Velyn Harbor....15
- Willowgrove....16
- Woodhearth....17

Guild Quests....18
- Section A....18
  - Mages Guild....18
  - Thieves Guild....18
  - Fighters Guild....19
  - Dark Brotherhood....20
  - Undaunted....21
  - Outer Watch....21
  - Psijic Order....23
  - Eyes of the Queen....23
  - Circle of Champions....24
- Section B....26
- Section C....34
- Section D....38
- Section E....40

City of Ash Dungeon....46
Cursebreaker's Copse Dungeon....47
Valenwood Endgame....48

OVERLAND MECHANICS

Deslandra has a strong reputation in her home province, and she will go out of her way to make sure that anyone who dares challenge her is met with severe consequences. The 3 influence tracks measure Deslandra's influence in the region and how intensely that influence affects encounters. At the start of the session, place a token on the 0 of each influence track on the overland map. When triggering the Activate Province Effect step, increase the relevant influence track based on the overland icon(s) drawn. Before resolving any encounter, consult the following to determine if the encounter's associated influence track provides a negative effect for the encounter. If an influence track is at 0 or 1, there is no effect.

Town Effect 2-3: Each adventurer must spend 1 tenacity to take a second town action.

Town Effect 4: Each adventurer must spend 1 tenacity for each town action they take.

Peaceful Effect 2-3: If the encounter has an unstable option, that option must be chosen.

Peaceful Effect 4: At the end of the encounter, each adventurer must discard an item, if possible.

Conflict Effect 2-3: Add a level 1 enemy to the EP and deploy it last.

Conflict Effect 4: Add to the calculated EP.

Additionally, Valenwood introduces a new and unique minor keyword: **Resistance**. This keyword represents the party's progress in turning the tide of public perception against Deslandra within the region. Like other keywords, this keyword primarily impacts the endgame quest. However, this keyword can be gained multiple times. When logging it in the campaign journal, write it once the first time you gain it with a single tally mark beside it, and add a tally mark next to it each time you gain it again.

This keyword can only be gained in Valenwood and only assists you during the Valenwood endgame. Whenever you would gain this keyword, you may choose to ignore it and instead reduce an influence track of your choice by up to 2. At the start of Session 2, if you were not in Valenwood for Session 1, gain keyword: **Resistance** twice.

Increase the Town Influence Track by 1.

Increase the Peaceful Influence Track by 1.

Increase the Conflict Influence Track by 1.

No Icon: Reduce an influence track of your choice by 1.

NATIVE SKILLS

Iron Bark: When this unit is dealt damage by non-adjacent units, its defense is increased by 1 for that engage.

DELVE FEATURE

Valenwood comes with 8 Forest Blight cards (VW-SP-01 through VW-SP-08). During session setup, shuffle these cards separately and place them facedown in their own deck. If any adventurers already have Forest Blight cards at the start of the session, exclude these cards when shuffling the deck. Different effects in Valenwood (primarily in delves) may instruct an adventurer to draw 1 or more of these cards. When you do, the card must be placed into a ready slot in your inventory. If no slots are available, you must either discard another item or move another item to your pack in order to make room. If your ready slots are already all occupied with Forest Blight cards, you may choose to either discard the new card you drew or to discard a Forest Blight card you already have to make room.

While a Forest Blight card is in your ready slot, it provides a permanent penalty to either your adventurer or to the party as a whole. This effect remains in play until the party leaves Valenwood or until a specific effect instructs you to discard a Forest Blight card. All adventurers discard their remaining Forest Blight cards if the party accepts a quest in a different province.

TRAVELING CARAVAN

Valenwood is a frequent haunt of the traveling merchant Khajiit clans known as the Baandari. They live by a number of unwritten bylaws that govern their aggressively commercial interactions with the outside world. You tarry with them for a while and recover from your time in the ever-changing jungle.

Off the Beaten Path: At the start of this encounter, you must log this visit in the campaign journal. Then, each adventurer is dealt true damage equal to the number of times the party has visited this caravan. If this damage would defeat an adventurer, they instead remain at 1 HP.

Traveling Baandari

Common: 0

Legendary: 4

Trainers Available: 5

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

The Bylaw of Guarantees: Make a lockpick check on the back of 1 of the items in your ready slots. If successful, gain 2 tenacity or discard a Forest Blight card. If unsuccessful, discard the item.

Alchemy Station

ARENTHIA

A bustling river port on the edge of Valenwood and Elsweyr, Arenthia only recently threw off an occupation by the Colovians of Cyrodiil, bringing it back into the fold of the Aldmeri Dominion. Though named for an ancient Wood Elf king, the town has such a heavy Khajiit presence that some wonder if it should be considered part of Elsweyr.

Colovian Influence: Imperial adventurers may draw 2 when taking the town square action, choosing 1 to gain and 1 to discard.

Riverside Traders

Common: 5

Legendary: 1

Trainers Available: 6

The Empty Tankard

Quest Board

Guild Kiosk

Town Square

Smuggler's Hub: You may discard 1 to draw 1 .

Alchemy Station

BAANDARI TRADING POST

The closest thing the nomadic Baandari Khajiit have to a permanent settlement, the Baandari Trading Post is a mercantile bonanza. Though not all are comfortable with the Baandari way of life, which focuses on driving a hard bargain in all matters, anyone who can match the relentless pace of commerce is a welcome guest.

The Bylaw of Salvage: At the start of this encounter, 1 adventurer must make a lockpick check of 6-5-4 (3 attempts). If unsuccessful, each adventurer must discard 1 item, if possible.

Trade Post Triumphs

Common: 6

Legendary: 2

Trainers Available: 3

Silver Moons Inn

Quest Board: Closed

Guild Kiosk

Town Square

The Bylaw of Prophecy (group): Gain the following **Persistent** effect: For the rest of the session, you may search for and read the last step of your current guild quest (not including the epilogue step).

Alchemy Station

DREAD VULLAIN

Once a thriving town in its own right, Dread Vullain's most commonly-seen denizens now consist primarily of the dead who haunt the city's ruins. Valenwood historians tell tales of the Blackroot Clan's assault on Vullain and the aggressors' untimely demise when they ate the poisoned corpses of their victims. Despite this macabre reputation, the area is still visited by traders from time to time.

Blessings of the Blackroot: At the start of this encounter, each adventurer may place a Bane status die on their class card. Then, gain the following **Persistent** effect: At the start of the next clash, each adventurer may apply the Bane status die on their class card to a non-quest enemy of their choice. If they do not, the Bane die is discarded.

Ferlion, The Traveling Merchant

Common: 3

Legendary: 2

Trainers: Closed

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square: Closed

Alchemy Station: Closed

ELDEN ROOT

The capital of the Aldmeri Dominion and the central city of Valenwood, Elden Root is a vital location for Wood Elves around Tamriel and a major player in the continent's politics. It is housed in one of the largest graht-oak trees in all of Valenwood, a sylvan monument visible for miles in every direction.

Dominion Capital: At the end of this encounter, you may move the party token 1 hex. If there is at least 1 High Elf, Khajiit, or Wood Elf adventurer in the party, you may move the party token up to 2 hexes instead.

Trunkshade Traders

Common: 3

Legendary: 3

Trainers Available: 6

Outside Inn

Quest Board

Guild Kiosk

Town Square

Appeal to King Aeradan (group): Reduce each influence track by 1. Skip today's Activate Province Effect step.

Alchemy Station

GREENHEART

Greenheart would be a mostly unremarkable town in southern Valenwood if not for the presence of the Wilderqueen, the god of Valenwood's deep forests. The Wilderqueen, and by extension her home, recently joined the Aldmeri Dominion to fight a group of High Elf terrorists called the Veiled Heritance.

Seat of the Wilderqueen: At the start of this encounter, you may make a social check (x 4). If successful, gain the following **Persistent** effect: For the rest of the current session, you may ignore enemy skill: **Native**.

Bridgeside Barter

Common: 4

Legendary: 0

Trainers: Closed

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Nature's Blessing: Discard an item to then discard a Forest Blight card.

Alchemy Station

HAVEN

Haven's history can be read in its architecture – a jumble of Wood Elf, High Elf, and Imperial designs – and its bustling port, which has hosted pirates, smugglers, and invading armies with frightening regularity. Still, those with a taste for opportunity and a quick wit in times of need have found Haven a profitable place to make a living, provided they don't stay in one spot for too long.

Epicenter of Trade: After each time an adventurer visits the trainer, draw a new token from the trainer bag and add it to the skill lines available to be trained.

Swimmer's Stuff

Common: 3

Legendary: 1

Trainers Available: 6

Phynaster's Stride

Quest Board

Guild Kiosk

Town Square

Set Sail (group): At the end of the day, place the party token in Woodhearth or Silvenar. You must spend your next day in that town.

Alchemy Station

MARBRUK

Marbruk is a city still finding its feet. Built only a few years ago to defend Valenwood from the Ebonheart Pact, the method of its construction increased tensions between the High Elves and Wood Elves who call it home. It was built atop a large Ayleid ruin, which is now home to a variety of thriving criminal enterprises.

Vibrant Underworld: If the party is on a quest for the Thieves Guild, Dark Brotherhood, Undaunted, or Eyes of the Queen, each adventurer may take a free guild kiosk town action during this encounter.

The Marbruk Mart

Common: 3

Legendary: 1

Trainers Available: 4

The Parchment & Horn

Quest Board

Guild Kiosk

Town Square

Steal from the Shop: Make a lockpick check of 2-2-4 (2 attempts). If successful, draw 1 or gain 1 from the shop, and gain an additional town action. If your cooldown track has 4 or more fatigue in it after the check, it is unsuccessful.

Alchemy Station

SILVENAR

One of the crown jewels of Valenwood, the beautiful Silvenar is the home of the Wood Elf spiritual leader of the same name. It is built inside of a large graht-oak tree, and travelers' eyes are enchanted by the magnificent hues of other nearby flora.

Sap of the Graht-Oak: Each time an adventurer takes an alchemy station town action, they may refresh up to 3 expended .

Sentinels of the Green Lady: At the start of this encounter, the party may freely gain the **Power of Teamwork** side quest, if available.

Silvenar Supplies

Common: 1

Legendary: 2

Trainers Available: 4

Inn: Closed

Quest Board: Closed

Guild Kiosk

Town Square

Voice of the Wood Elves (group): Set aside quest unit: **Arvan** or quest unit: **Eveli Sharp-Arrow**, as long as that unit is not already set aside. Gain the following **Persistent** effect: During the next clash in which the set-asided quest unit is not deployed, they become a companion controlled by the party. They are discarded at the end of this clash.

Alchemy Station

SOUTHPOINT

An uneasy member of the Aldmeri Dominion, Southpoint was founded by Imperial colonists and still maintains a heavy Imperial presence. It was recently the plaything of Sheogorath, the Daedric Prince of Madness, and its residents would like to move on from that unhappy memory as quickly as possible.

Glothie's Sellcart

Common: 4

Legendary: 3

Trainers Available: 5

Southpoint Inn

Quest Board

Guild Kiosk: Closed

Town Square

Remnants of Sheogorath: Gain 5 tenacity. Then, you are dealt true damage. After taking this town action, you cannot take an inn town action for the remainder of this encounter.

Alchemy Station

VELYN HARBOR

Velyn Harbor is a friendly port of call for merchants wishing to ply their wares in Valenwood. Business waits for no one, and things have quickly gotten back to normal after an invasion from a tribe of hostile Wood Orcs.

Harbor Customs Hall: After each time an adventurer takes a shop town action, they may discard an item from their inventory to take a free inn town action.

Traders Crescent

Common: 3

Legendary: 2

Trainers Available: 4

Trader's Rest

Quest Board

Guild Kiosk

Town Square

Set Sail (group): At the end of the day, place the party token in Southpoint or Greenheart. You must spend your next day in that town.

Alchemy Station

WILLOWGROVE

Willowgrove is a small Wood Elf town famous for two things. The first is the town's undying adherence to the Wood Elf Green Pact, which forbids the consumption or harming of plant life. The second is the town's delicious honeymead, which, in adherence to the Green Pact, is very heavy on the honey.

Green Pact Devotion: At the start of this encounter, each adventurer must discard all items in their inventory. Then, each adventurer heals for 1 HP for each and 2 HP for each they discarded that does not have any of the following traits: Fruit, Grain, Salad, or Vegetable.

Sarolion-Sells-All

Common: 5

Legendary: 0

Trainers Available: 2

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Sample the Honeymead: Gain 2 bonus HP.

Alchemy Station

WOODHEARTH

Woodhearth is a major economic hub for Valenwood, despite the frequent presence of pirates and smugglers on its shores. In an attempt to keep order, the Aldmeri Dominion has deployed the Thalmor, a group of High Elf soldiers, to police the area.

Thalmor Outpost: After each time an adventurer takes an inn town action, they may gain 2 tenacity.

Tree-Ring Trading Circle

Common: 3

Legendary: 1

Trainers Available: 6

The Improbable Cutlet

Quest Board

Guild Kiosk

Town Square: Closed

Alchemy Station

A01 Fatal Findings

Complexity: 2

Mages Guild

***Session Snapshot:** Complete a delve and two clashes as you visit Falinesti sites around the region.*

You're approached by Foucault Geric, the magister of Haven's Mages Guild.

"Now that our local branch has gotten a better handle on the damage from the recent pirate attack on the city, we are free to start helping Valenwood with its magical problems and mysteries once again," he says. "I'm putting you on one of my pet projects: investigating the disappearance of Falinesti, one of Valenwood's roaming tree cities. About 200 years ago, the city simply vanished. Mages and investigators from all over Tamriel have sought to figure out where Falinesti went and why, and I'd like to contribute by sending a survey team to the four seasonal sites where the city used to be found. I'll be sending you with two guides familiar with our vast jungles, a Wood Elf named Linis and a Wood Orc named Stomalsect. I have been assured that they can be relied upon, and you'll need some help. Your first stop will be the Winter Site, where I'd like you to investigate an underground ruin called Nairume's Prison. The High Elf spirit who was once trapped in its halls has since been freed, but the place is still an Ayleid ruin of considerable power and danger. Perhaps the source of Falinesti's magical disappearance can be found within."

Starting Location: Haven

Special Setup Instructions:

Set aside level 1: **Wood Elf Bandit** and level 1: **Wood Orc Bandit**. If ⍾ is 2, flip 1 of them to their level 5 side. If ⍾ is 1, flip both to their level 5 side.

Also set aside level 10: **Hollow Predator**.

Quest Objective:

Travel to Falinesti Winter Site and initiate the following delve (recommended by day 4).

Gain ⍾ skyshards. After the final skyshard is gained, deploy the Hollow Predator to the entrance tile. If it is currently Session 2, flip the Hollow Predator to level 20: **Hollow Guardian** instead. At the end of this encounter, return the Hollow Predator/Hollow Guardian to the level 10/20 enemy bag as normal.

Ongoing Step Effects:

The Wood Orc Bandit and Wood Elf Bandit are companions controlled by the party in this session. One of them may be used in each non-quest-step battle, and both are used in quest step battles unless otherwise stated. When these companions are defeated, set them aside (separate from other set-aside units). During any End of Day Phase, if all adventurers forgo their Adventurers Rest step, the party may revive 1 of these defeated companions.

Battle Objective - Eliminate Hollow Predator

Rewards: 4 ⍟

When completed, go to entry: B02 *(pg. 26)*

A05 Fencing With The Enemy

Complexity: 3

Thieves Guild

***Session Snapshot:** Unlock your inventory slots by entering delves or making social checks as you prepare for a final clash.*

You're freshly arrived in Arenthia with a lucrative request from the Thieves Guild headquarters in Abah's Landing. The guild would like to improve its connections in Valenwood and has tasked you with finding contacts who can act as guild-approved fences. You check your letter from Dar-Zish, an Argonian who makes her home in the Abah's Landing Thieves Den.

"The goal is for these fences to form the backbone of several new Outlaws Refuges in the region, strengthening the guild's black market presence and benefitting crooks all around the Aldmeri Dominion," she writes. "We've provided you with several valuable purloined goods to whet the appetites of potential illicit dealers."

Starting Location: Arenthia

Special Setup Instructions:

Each adventurer must place all items currently in their ready slots into their pack, choosing which items to discard if their pack is full. Then, each adventurer must draw 4 . They may look at the items before placing them facedown in their ready slots. If an adventurer has any Forest Blight cards in their ready slots, the item that would be placed in that slot is placed under the Forest Blight card.

Quest Objective:

Establish 2 fences (recommended by day 6). Proceed to Quest Step **B06** at the end of the first Encounter Phase the party has 2 fences established.

Ongoing Step Effects:

While items are facedown in ready slots, they cannot be used, moved to an adventurer's pack, or discarded for any reason. If gaining a Forest Blight card would force 1 of these facedown items to be discarded, place the Forest Blight card on top of the item instead.

You may establish a fence in 1 of 2 ways:

- While occupying a town other than Arenthia, take a group town action to make a social check (x 3) and succeed it.
- In a single encounter, successfully lockpick x 2 caches, immediately discarding all items from those caches when gained.

Each time the party establishes a fence, each adventurer may flip over 1 of the in their ready slots, at which point it may be used normally. Immediately after flipping it over, they may also choose to discard it and draw a new to replace it. Items under a Forest Blight card cannot be flipped over.

Rewards: 1

When completed, go to entry: B06 *(pg. 27)*

Hunted
Fighters Guild

A10
Complexity: 2

***Session Snapshot:** Outrun a group of assassins before attempting to survive multiple waves of combat in a dungeon.*

An emissary from the Barkbite Clan of Wood Orcs has made her way to Arenthia, seeking to contract with the Fighters Guild. According to her, the Barkbite leader Chief Dushkul has learned of a plot that would keep the Orcs from worshiping their god, the Daedric Prince Mauloch. Her clan has been working on its own to keep such a plan from coming to fruition, but its members now believe that the people responsible for this scheme have contracted with the Dark Brotherhood to murder Dushkul. For now, Dushkul has journeyed to the Redfur Trading Post to seek supplies for his temporary exile. He is waiting for you there. If the guild takes on his contract, you'll need to respond before the Brotherhood can make its move.

Starting Location: Arenthia

Special Setup Instructions:

Place a token in Haven. This is the Dark Brotherhood assassin. Set aside quest unit: **Chief Dushkul**.

Quest Objective:

Travel to Redfur Trading Post and successfully complete a peaceful encounter there (recommended by day 3). If you arrive before the Dark Brotherhood assassin does, each adventurer draws 1 in addition to the reward gained from the peaceful encounter.

Ongoing Step Effects:

During the Activate Province Effect step, the Dark Brotherhood assassin moves a number of hexes according to the drawn overland icon, as outlined below:

- ↑ : 2 hexes
- ⚠ : 1 hex
- ⟷ : No movement

No Icon: No movement and each adventurer gains 1 light fatigue

The Dark Brotherhood assassin's destination is Redfur Trading Post, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you choose. The Dark Brotherhood assassin and the party token may occupy the same hex. If the Dark Brotherhood assassin arrives at Redfur Trading Post before the party does, place an HP chip next to the map.

Rewards: 0 ⊛

When completed, go to entry: B11 *(pg. 28)*

A14 ORCSBANE

Complexity: 3

Dark Brotherhood

***Session Snapshot:** Pursue a group of orcs before deciding whether to complete an assassination in a multi-step dungeon.*

A silent Brother slips you a contract in the crowd and quickly slinks away. You glance over it and see that the Brotherhood has tasked you with eliminating Chief Dushkul, the leader of the local Barkbite Clan of Wood Orcs. The chieftain has recently left his clan, which makes its home near the Redfur Trading Post. He is headed north, but his exact destination and the purpose of his journey are unknown. The contract suggests you ask around at the trading post to learn more. The client has put a high priority on completing the contract as soon as possible. Whatever the Orc is up to, someone doesn't want him to finish the job.

Starting Location: Haven

Special Setup Instructions:

Place a 🌹 token on Redfur Trading Post. This is Dushkul's caravan. Set aside quest unit: **Chief Dushkul**.

Quest Objective:

Travel to Redfur Trading Post and successfully complete a peaceful encounter there (recommended by day 3).

Ongoing Step Effects:

During the Activate Province Effect step, Dushkul's caravan moves a number of hexes according to the drawn overland icon, as outlined below:

- ↑ : 2 hexes
- ⚠ : 1 hex
- ⟷ : No movement

No Icon: No movement and each adventurer gains 1 light fatigue

Dushkul's caravan's destination is Horseshoe Island, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you choose. Dushkul's caravan and the party token cannot occupy the same hex. If Dushkul's caravan reaches Horseshoe Island, remove it from the map and set it aside.

Rewards: 0 ⊛

When completed, go to entry: B15 *(pg. 29)*

Pledge of Power

Undaunted

A22
Complexity: 2

***Session Snapshot:** Retrieve reagents in a delve that will help you in a final dungeon.*

You've heard that Gilrion the Redbeard, Valenwood's chief Undaunted Pledge Master, is visiting Arenthia, so you seek him out and ask if he has any special jobs for a true Undaunted.

"You're doubtless aware of our pledge program in Whisper Grove," he says. "Undaunted recruits must brave the scorched landscape now known as the City of Ash to prove their mettle. In one such trial, however, one of our recruits saw something we believe merits further investigation."

He produces a rough drawing of a cracked gemstone, with what appear to be Daedric runes carved into the surface.

"This recruit saw a very interesting talisman and was able to sketch it for us," he says. "She was waylaid by the dangerous inhabitants of the city and was unable to retrieve this artifact, but it seems to be just the sort of treasure the Undaunted delights in retrieving. Since it is a Daedric artifact, however, and one that appears to be damaged, we can't be sure of the lingering effects it might have on the bearer. We recommend that before you venture forth to obtain this item, you provide yourself with protection in the form of meteoric iron. You should be able to salvage some from Rulanyil's Fall, an Ayleid ruin not far from the City of Ash."

Starting Location: Arenthia

Special Setup Instructions:

Set aside quest unit: **Xenesthissa**.

Quest Objective:

Travel to Rulanyil's Fall and initiate the following delve (recommended by day 6). In this delve, all gain enemy skill: **Steal**.

Gain + 2 skyshards. If you are playing on Apprentice difficulty, gain 1 fewer skyshard. If you are in Session 2, you must gain 2 additional skyshards. This encounter is successful regardless of the outcome. If this encounter ends before the required number of skyshards are gained, log the number of missed skyshards in your campaign journal.

XP collected for this quest step is not static. Instead, after this step is completed, subtract the number of skyshards you did not gain from your XP reward (to a minimum of 0 XP).

BATTLE OBJECTIVE - SPECIAL

Rewards: 4

When completed, go to entry: B23 *(pg. 29)*

Gossip and Slander

Outer Watch

A25
Complexity: 2

***Session Snapshot:** Complete side quests that will help you in a final clash. A Daedra will offer to help you, which will tarnish your reputation but make fights easier.*

You jump to your feet as Outer Watch operations leader Bodean approaches under the moonlight. The tranquility of your rendezvous point, a secluded area on the outskirts of Woodhearth, is put in serious jeopardy by the Redguard's companion: a spiderkith Daedra, who grins at you with a sickening leer.

"This is Xenesthissa," Bodean explains. "She's here to help us. She was recently freed from Deslandra's control, and she would prefer... that Deslandra's plans are thwarted."

"He won't speak it plain, so I will," Xenesthissa hisses. "I want revenge! And besides, if Oblivion is cut off from Nirn, I won't be able to have my fun on the other side anymore. The Spiral Skein is boring; I prefer the pleasures of the senses that can be found in Tamriel."

For some reason, you doubt she's talking about a nice wheel of cheese.

Bodean reads your expression and grimaces.

"I'm not going to make you bring her if you don't want to," he says. "Valenwood is Deslandra's home, and she has been most effective in undermining the Outer Watch's credibility here with her lies. We simply want you to accomplish some jobs around the region that need doing, more of the old community aid we used to do in happier times. That should increase our standing in the area once again."

He casts a sidelong look at the spiderkith, who is glaring at you expectantly.

"Obviously, our... friend here might make you less welcome if it were to come out that you were working with her, but she is resourceful, and our shared goals have made us strange bedfellows," he says. "I'm sure she could be of help to you."

"And I'd take it just terribly if you were to reject me," Xenesthissa titters in a parody of temerity, raising her hand to mouth. When she draws it back, the glare has returned. "Better my friend than my enemy, right?"

Starting Location: Woodhearth

Special Setup Instructions:

Choose whether to accept the help of the spiderkith. If you do, quest unit: **Xenesthissa** becomes a companion controlled by the party. If she is defeated in battle, she is removed for the rest of the session.

Quest Objective:

Travel to Velyn Harbor, Southpoint, and Willowgrove and gain at least 1 side quest in each of these towns. Log in your campaign journal which side quests were gained in which towns.

After successfully completing at least 1 side quest, travel to any conflict landmark and choose to initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Add quest unit: **Corrupted Creature** to the EP and deploy it first. If you chose not to work with Xenesthissa, the Combat stat of all enemies is increased by 2.

At the start of this clash, gain benefits corresponding to each town in which you gained a side quest that has been completed.

Velyn Harbor: The sailors and merchants of Velyn Harbor grant you an excellent traveling pack. For this clash, up to 2 adventurers may use items in their pack as if they are in their ready slots.

Southpoint: The residents of Valenwood's southern stronghold teach you new defensive maneuvers. Apply 5 - Fear or Daze status dice to units of your choice. The Daze status dice may be applied to quest units.

Willowgrove: The grateful denizens of Willowgrove supply you with a stash of their restoring honeymead. Up to 2 adventurers may either promote their class to master (ignoring class requirements) or gain 5 tenacity (if is 1, that adventurer may do both).

Battle Map Setup:

Battle Objective - Conquer

Ongoing Step Effects:

Adventurers cannot gain side quests in any town except Velyn Harbor, Southpoint, or Willowgrove. During this session, the quest board is a group town action. If you chose to work with Xenesthissa, the level 4 influence track encounter effects replace the level 2-3 effects. The following effects replace the level 4 effects:

: Each adventurer has 1 fewer town action and must spend 1 tenacity to take each town action.

: The unstable option must be chosen. At the end of the encounter, each adventurer must discard an item, if possible. If they have a , they must choose a to discard.

: When calculating EP, temporarily add to the base difficulty XP value.

Rewards: 2

When completed, go to entry: E26 *(pg. 43)*

Proprietary Knowledge

Psijic Order

A27

Complexity: 1

Session Snapshot: *Gain benefits by visiting various Falinesti sites. The final site will lead to a unique clash, which you will tackle using the benefits you gained.*

You arrive in Woodhearth with orders straight from the Psijic Order enclave on the Summerset island of Artaeum. The Order has received word that a person with great magical power is investigating the disappearance of Falinesti, one of Valenwood's moving tree cities. Falinesti vanished about 200 years ago, and though many have searched for it over the decades, the Order has it on good authority that real progress is being made in this particular attempt, which is said to be overseen by a shadowy Wood Elf. Some believe this elf may be Deslandra, a beloved but murky figure in Valenwood politics who is known locally for her acts of charity.

This, apparently, does not sit well with the Order. Though the precise nature of Falinesti's disappearance is unknown, there are some who suspect it may be related to the same magical properties that allow Artaeum, the Psijic Order's island home, to vanish from Tamriel into a pocket dimension. The knowledge and mastery of such power could be a danger to the Order, and as such, you have been tasked with looking into and disrupting this Falinesti fact-finding tour.
You decide to visit all four sites where the city used to make its home, seeing what clues or benefits you might glean from each.

Starting Location: Woodhearth

Quest Objective:

Travel to each of the 4 Falinesti Site peaceful landmarks and complete their corresponding quest step encounters as detailed below. The sites may be visited in any order. When you visit the fourth Falinesti Site, proceed to Quest Step **C32** instead of the corresponding quest step for that landmark (recommended by day 12, initiates a clash and the end of the quest).

- **Spring Site:** Proceed to Quest Step **B28** *(pg. 30)* and resolve its encounter (this site helps mitigate overland encounter effects).
- **Summer Site:** Proceed to Quest Step **B29** *(pg. 30)* and resolve its encounter (this site provides you with an item boost).
- **Autumn Site:** Proceed to Quest Step **B30** *(pg. 31)* and resolve its encounter (this site provides you with a unique skill boost).
- **Winter Site:** Proceed to Quest Step **B31** *(pg. 32)* and resolve its encounter (this site triggers a clash but makes the final battle easier).

Rewards: 0 ✱

When completed, go to entry: C32 *(pg. 37)*

A Matter of Loyalty

Eyes of the Queen

A34

Complexity: 1

Session Snapshot: *Use battles to recruit units from enemy bags who will help you in future combats and reduce enemies in the final dungeon.*

In the back room of a back room, you meet with Razum-Dar, chief agent of the Eyes of the Queen. The Khajiit explains that the mission he's about to impart to you is of the utmost importance and secrecy.

"The Aldmeri Dominion is all fine and good, but the Eyes need their own nexus of power," he purrs. "As such, we want people who are loyal to us in the right positions in Valenwood's various governments. We are not seeking to undermine the Camoran Dynasty – the Wood Elves are getting along with us just fine – but you never know when we might benefit from a lenient tariff or a sheriff who chooses to look the other way."

He lays out some official-looking documentation on the table between you.

"If you provide the agents, Raz can provide the credentials," he offers with a mischievous smile. "Find some people who are open to an opportunity, or at least easy to exploit."

Starting Location: Woodhearth

Special Setup Instructions:
Set aside quest unit: **Anchorite Deslandra** (if ☊ is 4, set aside quest unit: **Empowered Deslandra** instead).

Quest Objective:
Travel to 3 different towns that are not Dread Vullain, Greenheart, Marbruk, or Woodhearth and complete town encounters there, with each adventurer taking a town square action in each of the towns (recommended by day 9).

Ongoing Step Effects:
During battles, you may attempt to recruit agents. After each turn in which a level 1 or 5 ☠ enemy is defeated, the party may make a social check (☊ + 1). If multiple level 1 or 5 ☠ enemies are defeated in a single turn, the party may attempt a different social check for each. If successful, the enemy becomes an agent and is placed in the level 10/20 enemy bag. If an agent is drawn from an enemy bag during battle or battle setup, it becomes a companion controlled by the party. It is not considered an enemy and does not reduce the EP. When an agent is defeated, or at the end of a battle if the agent is still in play, it is returned to its level 1/5 enemy bag and is no longer an agent.

Any agents that remain in the level 10/20 enemy bag during the final step of the quest will make the last battle easier.

Rewards: 1 ✱ **When completed, go to entry: B35** *(pg. 32)*

A37 Winner Takes All
Complexity: 1
Circle of Champions

***Session Snapshot:** Fight up to four quest units to recruit them for a final clash. Each unit you do not recruit will fight against you in the final quest step.*

Battlemaster Rivyn has given you an important job: establishing the Circle's presence in Valenwood. The competitive fighting guild currently has no gladiators' quarters or battlegrounds in the province, and the Circle wants to establish a minor league system in the area to identify and train prospects before they join the big teams in arenas like Ald Carac or Mor Khazgur.

While expansion has always been on the Circle's docket, recent events have encouraged Rivyn to speed up the process. The Circle of Champions has never been more popular, and smaller groups are popping up around Tamriel to take advantage of fighting fever. One such group, calling itself the Titans' Triangle, has recently gained popularity in Valenwood, thanks to the backing of a prominent Wood Elf philanthropist named Deslandra. Given his previous interactions with Deslandra, Rivyn has reason to suspect her motives. Any unscrupulous behind-the-scenes dealings of the Titans' Triangle might tarnish the reputation of all professional fighting in Tamriel, so he's asked you to help establish the minor league system in part to draw attention toward the genuine article.

There's just one problem: the Titans' Triangle isn't going without a fight. Deslandra has claimed that the Triangle has exclusive rights to Valenwood and is threatening to get the province's Camoran Dynasty involved to protect her interest. Wishing to avoid legal entanglement, Rivyn issued Deslandra a challenge: if a team of fighters, fielded by a local Circle representative (that would be you) can beat the strongest warriors of the Titans' Triangle, then the Circle can operate freely in the region and the Triangle must fold. If you lose, however, the Triangle retains exclusive rights to Valenwood. Knowing that her group would lose credibility as a premier fighting league if she turned down the offer, Deslandra has accepted the terms, and you've been tasked with recruiting promising free agents throughout the region before Deslandra can get to them.

Starting Location: Haven

Special Setup Instructions:
Set aside quest units: **Big Bad Bazri**, **Xenesthissa**, **Eveli Sharp-Arrow**, **Shadowscale Akisha**, and **Chief Dushkul**. These are unrecruited units. Designate a separate set-aside area to place recruited units.

Quest Objective:
At the end of any day, you may choose to proceed to Quest Step **B38** (recommended by day 11). Companions can only be recruited before proceeding to Quest Step **B38**.

Ongoing Step Effects:

While you are on this step, you may travel to any of the following 4 towns and initiate the following clash by taking a group town action.

Add the quest unit that corresponds to your current town, as outlined below, to the EP and deploy it first. If the encounter is successful, set aside the quest unit as a recruited unit and gain 1 XP during the day's Reward Phase. If the encounter is unsuccessful, the quest is not failed.

This encounter may be repeated multiple times, even at the same town (if the previous encounter in that town was unsuccessful).

Arenthia: Xenesthissa

Marbruk: Eveli Sharp-Arrow

Velyn Harbor: Shadowscale Akisha

Woodhearth: Chief Dushkul (if this is Session 2 and the party's Session 1 quest was the Valenwood Fighters Guild Quest, Chief Dushkul may alternatively be recruited without initiating a clash, instead using a group town action to make a successful social check of 🎧 x 2).

Quest unit: **Arvan** is on the backside of Chief Dushkul's chip. If an encounter calls for Arvan after Chief Dushkul has been set aside, deploy Arvan as normal and then place Chief Dushkul's chip back in the set-aside area after the encounter.

When gaining fatigue during overland movement, adventurers instead gain 🎧 +1 light fatigue for each hex of additional movement. You cannot take Set Sail town square actions.

Battle Map Setup:

Battle Objective - Conquer

Rewards: 0 ✱

When completed, go to entry: B38 *(pg. 33)*

B02 Fatal Findings

Mages Guild

Though you managed to procure a few samples from the ruin to take back for further study, you were unceremoniously interrupted by a creature Linis later identifies as a Hollow, a guardian of the recently-departed forest god called the Wilderking. More disturbingly, the Hollow seemed to know exactly where to find you, and you were forced to beat a hasty retreat before it attracted the attention of more hostile forces within the ruin.

"Seeing a Hollow in this part of Valenwood is unusual in any circumstance," Linis says. "They're more common in Greenshade, the Wilderking's former domain further west. Perhaps his successor, the Wilderqueen, is expanding her reach?"

Stomalsect points out that Falinesti's Spring Site is in Greenshade, suggesting that you could look into the matter further on the way there. "The site itself should be much less dangerous," he assures you, flashing a grin. "No ruins, and some friendly Wood Orcs like yours truly live nearby."

Quest Objective:

Travel to Falinesti Spring Site and initiate the following clash (recommended by day 8).

At the start of Round 3, place all party members occupying the entrance tile in the closest unoccupied non-entrance hexes. Then, calculate an additional EP, divide it in half (rounding up), and deploy up to the first 5 enemies resulting from this calculation to the entrance tile. This happens even if all other enemies are defeated before Round 3.

Ongoing Step Effects:

Level 1: **Wood Orc Bandit** and level 1: **Wood Elf Bandit** are companions controlled by the party in this session. One of them may be used in each non-quest-step battle, and both are used in quest step battles unless otherwise stated. When these companions are defeated, set them aside (separate from the other set-aside units). During any End of Day Phase, if all adventurers forgo their Adventurers Rest step, the party may revive 1 of these defeated companions.

Battle Map Setup:

Battle Objective - Conquer

Rewards: 2

When completed, go to entry: C03 *(pg. 34)*

Your mission is going well! You've already made a couple of connections with dealers who are eager to share in the profits of the Thieves Guild. However, one evening you're approached by a large Khajiit wearing a hooded robe.

"Leave Valenwood," the figure commands. "The Soldiers of the Void run the fences around here. Continue your work and you will face the consequences." They vanish into the shadows.

Flustered, you mull your options. If the threat of consequences was a deterrent, you never would have taken up a life of thievery in the first place, and you know this threat needs to be tracked down and confronted. However, you worry that continuing to establish fences before you've found your hostile competitor might make you a bigger target.

Quest Objective:

Travel to any town besides Arenthia and initiate a town encounter (recommended by day 12, initiates a clash and the end of the quest). During the encounter, you must take a group town action to immediately proceed to Quest Step **D08**. Alternatively, you may establish a third fence to proceed to Quest Step **C07** at the end of that day (recommended by day 10, or earlier if you want to establish a fourth fence in the next quest step).

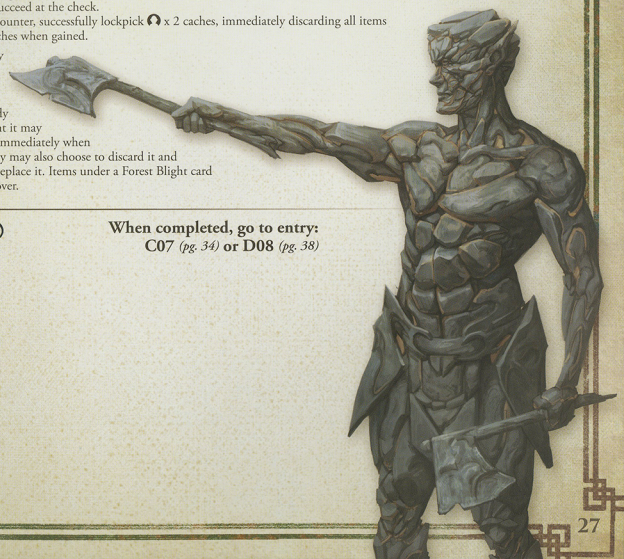
Ongoing Step Effects:

While items are facedown in ready slots, they cannot be used, moved to an adventurer's pack, or discarded for any reason. If gaining a Forest Blight card would force 1 of these facedown items to be discarded, place the Forest Blight card on top of the item instead.

You may establish a fence in 1 of 2 ways:

- While occupying a town other than Arenthia, take a group town action to make a social check (x 3) and succeed at the check.
- In a single encounter, successfully lockpick x 2 caches, immediately discarding all items from those caches when gained.

Each time the party establishes a fence, each adventurer may flip over 1 of the in their ready slots, at which point it may be used normally. Immediately when flipping it over, they may also choose to discard it and draw a new to replace it. Items under a Forest Blight card cannot be flipped over.



Rewards: 1

When completed, go to entry:
C07 *(pg. 34)* **or D08** *(pg. 38)*

B11 Hunted

Fighters Guild

Dushkul greets you when you arrive at the trading post and is eager to set out immediately.

"We commune with the God of Curses," he explains as he leads you northward. "Many call him Malacath, Malooc, or other titles; to us he is Mauloch. He is friend to the friendless and betrayed, as we often feel, living on land claimed by Wood Elves and joined to a Dominion we never agreed to."

He looks ahead, reflecting, as you continue through the jungle.

"Mauloch told us recently of disturbances in the Outer Realms," he says. "To Mauloch, it seems as though the link between our realms and his home, the Ashpit, is becoming less steady, less predictable. We began to investigate on our own using the ancient rituals of our people, but these efforts have been sabotaged at every turn. I believe someone is trying to sever these ties on purpose, and a spy we sent to Haven now tells us that the Dark Brotherhood has a contract for my life. I don't believe this is a coincidence, so I have left my home to keep the Barkbite Clan safe."

This explains a lot, but you still don't know where you're going, and you tell him so.

"I do not intend to let our connection to our god fade away," he says. "We are headed to Horseshoe Island to obtain an artifact hidden away there among the pirates who call the island home. There are places in Valenwood where the barrier between our realm and Oblivion is very porous. We can use this artifact, a talisman of amplification, to broadcast Mauloch's message to Oblivion's other realms."

His mouth forms a grim line.

"Like us, Mauloch is frequently ignored or forgotten," he says. "We will not abandon the one who hasn't abandoned us."

Quest Objective:

Travel to Horseshoe Island and initiate the following clash (recommended by day 8).

When calculating EP, for each HP chip placed next to the map, temporarily add 1 to the base difficulty XP value.

During this clash, quest unit: **Chief Dushkul** is a companion controlled by the party.

Ongoing Step Effects:

During the Activate Province Effect step, the Dark Brotherhood assassin (represented by the token) moves a number of hexes according to the drawn overland icon, as outlined below:

- : 3 hexes
- : 2 hexes
- : 1 hex

No Icon: hexes. You may choose to reduce this by any amount if each adventurer gains light fatigue equal to that amount.

The Dark Brotherhood assassin's destination is the party token, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you choose.

The Dark Brotherhood assassin and the party token may share the same hex. Each time the Dark Brotherhood assassin ends its movement in the same hex as the party token, place an HP chip next to the battle map.

Battle Map Setup:

Battle Objective - Conquer

Rewards: 2

When completed, go to entry: C12 *(pg. 35)*

Orcsbane
Dark Brotherhood

B15

You do a favor or two at Redfur and learn that Dushkul, along with a well-armed escort, was headed to Horseshoe Island, a pirate-ridden isle off Valenwood's north coast. It seems that Dushkul wants a minor Daedric artifact that's hidden amongst the buccaneers' booty. You recall that Wood Orcs worship one of the lesser Daedric gods; perhaps Dushkul's quest is related to his religious practice.

You consider your options. If you move quickly, you could arrive at the island first and set up an ambush for the Orc, concluding the contract in a swift and effective fashion.

Quest Objective:

Travel to Horseshoe Island and initiate the following clash (recommended by day 7).

Add quest unit: **Chief Dushkul** to the EP and deploy him first. If you reach Horseshoe Island before Dushkul's caravan (represented by the token), remove HP equal to 5 - from Chief Dushkul when deployed. If the token is set aside, Chief Dushkul deploys with additional HP equal to (may exceed Health stat).

After this clash, remove the token from the overland map.

Ongoing Step Effects:

During the Activate Province Effect step, Dushkul's caravan moves a number of hexes according to the drawn overland icon, as outlined below:

: 2 hexes

: 1 hex

: No movement

No Icon: No movement and each adventurer gains 1 light fatigue

Dushkul's caravan's destination is Horseshoe Island, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you choose. Dushkul's caravan and the party token cannot occupy the same hex. If Dushkul's caravan reaches Horseshoe Island, remove it from the map and set it aside.

If Dushkul's Caravan reached Horsehoe Island in the previous step, it remains set aside.

Battle Map Setup:

Battle Objective - Conquer

3 players: Chief Dushkul gains enemy skill: **Divert**.

4 players: Chief Dushkul gains enemy skill: **Stalwart**.

Rewards: 2

When completed, go to entry: C16 *(pg. 36)*

Pledge of Power
Undaunted

B23

Rulanyil's Fall now behind you, you set your sights on the City of Ash. As you near the ruined site, however, you begin to hear concerning rumors. Apparently, the talisman was left behind in the wake of a pitched battle inside the city as two sides fought over the outcome of a Daedric ritual, and the battle's magical detritus still permeates the grounds. More recently, passersby claim to have seen gray-clad figures attempting to infiltrate the site, potentially in pursuit of the same artifact you're seeking. Some even claim that a furious, magically-bound Daedra now guards the city to keep away anyone else who would seek to enter.

Quest Objective:

Travel to City of Ash and initiate the City of Ash dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

After deploying enemies, deploy quest unit: **Xenesthissa** to Hex D. Then, deploy level 5: **Spider** to Hex B.

Place ☊ HP in each sigil hex. For each skyshard you did not collect in the previous step, add 1 HP to each sigil hex.

Xenesthissa prevents all damage she is dealt (including true damage) until the Hex A1 sigil is defeated.

This encounter is successful at the end of a round in which Xenesthissa is defeated and at least half of the adventurers (rounded up) are occupying the entrance tile.

Battle Objective - Special

3+ players: At the start of the dungeon, for each skyshard the party did not collect in the previous step, each party member is dealt 1 true damage. If this damage would defeat an adventurer, they remain at 1 HP instead.

Rewards: 3 ✱

When completed, go to entry: E24 *(pg. 42)*

B28 Proprietary Knowledge

Psijic Order

At the Spring Site, you meet some friendly members of the Falinesti Faithful, who tend the sites in the hope that the city will one day return. You offer the Faithful some charity, and they promise to speak well of your good deeds throughout Valenwood. They also recount a story of a secretive cult, clad in gray, that has recently been seen at the site. They grumble that these cultists did not seem to respect the sanctity of their surroundings and appeared to be testing the reaction of the local flora to some mysterious amber liquid they kept in flasks.

Quest Objective:

Adventurers must immediately collectively discard ☊ items (or as many items as possible). Then, choose 1 of the overland icons. Set the influence track associated with that icon to 0. Gain the following **Persistent** effect: You may choose to ignore that icon for the remainder of the session.

Return to Quest Step **A27**.

Rewards: 1 ✱

When completed, go to entry: A27 *(pg. 23)*

B29 Proprietary Knowledge

Psijic Order

At the Summer Site, you speak with an Orc who identifies himself as Zgog gro-Shugdurbam, offering to help him clean some recent game he's hunted. He appreciates your help and tells you about a group of quiet travelers who visited the site by wagon and asked around about recent sightings of magical lightning in the area. He believes these interlopers had concealed corpses among their supplies and were attempting to use the site's magic to aid in necromancy. As an additional thanks, he smiles and slyly offers you some of the other goods he pilfered from said interlopers – a punishment, he says, for their profaning of a site many Wood Elves hold sacred.

Quest Objective:

Each adventurer must immediately exhaust ☊ available skill dice (or as many dice as possible). Then, draw 8 ⚄. You may select 4 of them to be distributed among adventurers, discarding the rest.

Return to Quest Step **A27**.

Rewards: 1 ✱

When completed, go to entry: A27 *(pg. 23)*

At the Autumn Site, you speak with a Mages Guild member named Telenger, a High Elf who recognizes your raiment as Psijic in origin. He explains that he was recently involved with combating the plans of a group called the Arbordawn Cult at the site.

"These cultists had summoned an aspect of the Daedric Prince Mephala," he says. "I daresay if you visit the spot underground where they made their stand, you'd find plenty of wild magical after-effects to occupy your scholarly mind."

You thank him for the information and ask if any others have shown an unusual interest in the site recently.

"As a matter of fact, yes," he muses. "A Wood Elf who I suspect gave me a false name was asking about recent anomalous activity here. I recognized her questions as centered around various theories regarding Falinesti's disappearance. She seemed particularly focused on ideas theorizing that Falinesti is currently in its own plane of existence."

You leave the site worried that the Order's fears were correct.

Quest Objective:

Each adventurer must immediately lose tenacity (or as much tenacity as possible). Then, each adventurer may select 1 of their trained skill lines and add a skill die from a different, untrained skill line to the next open position in their chosen line's attribute row. This skill is the wild skill. The wild skill can be up to 1 level higher than the highest trained skill in the selected skill line.

For the rest of this session, the wild skill is considered to be part of the selected line and shares the same battle form (including no battle form) and stat as the selected skill line. While the adventurer has a wild skill, they cannot train the skill line that the wild skill die is from. When resolving the wild skill's effects, any text on the skill referring to the wild skill's line instead applies to the skill line the wild skill is considered to be during this session.

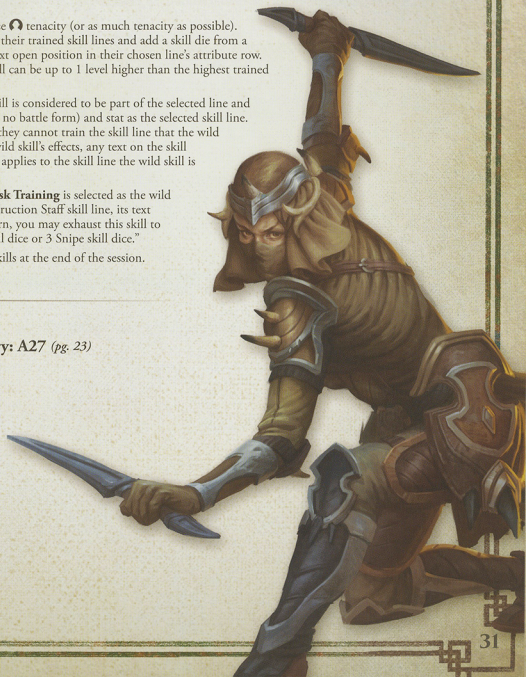
> **Example:** If Bow skill die: **Vinedusk Training** is selected as the wild skill and placed into a trained Destruction Staff skill line, its text would read "At the start of your turn, you may exhaust this skill to recover any 2 Destruction Staff skill dice or 3 Snipe skill dice."

Adventurers must untrain their wild skills at the end of the session.

Return to Quest Step **A27**.

Rewards: 0

When completed, go to entry: A27 *(pg. 23)*



B31 Proprietary Knowledge

Psijic Order

Your visit to the Winter Site goes south right away, as you're accosted by a variety of tough-looking mercenaries upon your approach. You suspect that word of your mission has leaked to the wrong parties, but if you can waylay the waylayers, hopefully any future confrontation will be less well-supplied with muscle.

Quest Objective:

Initiate the following clash. Add 1 enemies to the EP and deploy them last. If the Influence Track is at 2 or higher, these enemies are level 5 instead.

After this clash is successfully completed, return to Quest Step **A27**.

Battle Map Setup:

Battle Objective - Conquer

Rewards: 2

When completed, go to entry: A27 *(pg. 23)*

B35 A Matter of Loyalty

Eyes of the Queen

You've been traveling around Valenwood, rubbing shoulders with the easily-influenced and finding valuable contacts with much to contribute to the cause. As your journey has progressed, however, you're finding potential agents more reticent, as if scared some unseen phantom might visit them should they offer their cooperation. Eventually, Raz catches up with you and explains why.

"It seems we are in competition with someone else attempting to set up sympathetic contacts in Valenwood's government," he says. "This person is a Wood Elf, and if Khajiit's suspicions are correct, this is not the first time the Eyes have run into her. It is time we did something about it. Raz has received word that this person has been conducting an excavation at the City of Ash, the old Wood Elf city that was razed in a Daedric attack. Why not pay her a visit? Perhaps your recruits can waylay some of her supplies – or at the very least, help you out in a pinch."

Quest Objective:

Travel to City of Ash and initiate the City of Ash dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

After deploying enemies from the EP, deploy 3 additional level 5 (if in Session 1) or level 10 (if in Session 2) enemies to Hex C, Hex D, and Hex E, and deploy quest unit: **Anchorite Deslandra** to Hex B. Then, count the number of agents remaining in the level 10/20 enemy bag, and remove 1 of the level 5/10 enemies agent. If at least 4 agents remain in the bag, also remove Anchorite Deslandra. For each also remove Anchorite Deslandra. For each additional agent remaining beyond 4, each adventurer gains 1 tenacity. Return the agents to the level 10/20 enemy bag after counting them.

During this dungeon, Anchorite Deslandra can move up to 4 hexes.

Battle Objective - Conquer

4 players: Replace Anchorite Deslandra with quest unit: **Empowered Deslandra.**

Ongoing Step Effects:

During non-dungeon battles, you may attempt to recruit agents. After each turn in which a level 1 or 5 enemy is defeated, the party may make a social check (+ 1). If multiple level 1 or 5 enemies are defeated in a single turn, the party may attempt a different social check for each. If successful, the enemy becomes an agent and is placed in the level 10/20 enemy bag. If an agent is drawn from an enemy bag during battle or battle setup, it becomes a companion controlled by the party. It is not considered an enemy and does not reduce the EP. When an agent is defeated, or at the end of a battle if the agent is still in play, it is returned to its level 1/5 enemy bag and is no longer an agent.

Any agents that remain in the level 10/20 enemy bag after all enemies are deployed to the dungeon will make the last battle easier. Agents cannot be recruited while completing the dungeon, but if agents are drawn from the bag during the dungeon, they become companions as normal.

Rewards: 3

When completed, go to entry: E36 *(pg. 44)*

Winner Takes All

Circle of Champions

B38

The time for your showdown draws near. You're feeling good about your chances, but Deslandra has at least one big advantage – a former Circle of Champions member known as Big Bad Bazri. The brawny Khajiit was known in the Circle for her brutal tactics, pristine win record, and taste for extralegal side jobs. Her presence will likely earn your face-off more local eyeballs, but her considerable skill in the arena is sure to be formidable.

Quest Objective:

Travel to any conflict landmark and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest). Add all unrecruited quest units from Quest Step **A37** to the EP and deploy them first, followed by quest unit: **Big Bad Bazri**. Any recruited quest units from Quest Step **A37** become companions controlled by the party during this clash.

Battle Map Setup:

Battle Objective - Conquer

Rewards: 2

When completed, go to entry: E39 *(pg. 45)*

C03 Fatal Findings

Mages Guild

You fail to obtain an audience with the Wilderqueen, and you are further dismayed when your investigation of the Spring Site is once again interrupted by an ambush. You'll have little to report to Geric if this keeps up. As with the Hollow, these new invaders seemed to know exactly where and when to attack you, and you begin to suspect that one of your guides may be informing an enterprising third party about your movements.

With that thought in mind, you make plans to visit a third location, telling your two colleagues about your travel plans. This time, however, you lie, explaining that a "breakthrough" in the previous day's research has given you a promising lead on uncovering the secret of Falinesti's disappearance. Rather than engage in another fruitless research session, however, you decide to lie in wait for your would-be attackers, perhaps discovering the purpose behind their disruptive efforts as well as their informant.

Quest Objective:

Travel to Falinesti Summer Site or Autumn Site and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

In this clash, all enemies gain enemy skill: **Ethereal**. After deploying enemies, deploy the level 1/5: **Wood Orc Bandit/Wood Orc Marauder** to the next available enemy deployment hex, on its Marauder side (even if not revived). If no enemy deployment hexes are unoccupied, deploy it to the closest unoccupied hex to Hex 1. It is no longer a companion.

If you initiate the clash at the Summer Site, quest unit: **Eveli Sharp-Arrow** becomes a companion controlled by the party.

If you initiate the clash at the Autumn Site, up to 2 adventurers may each gain 5 tenacity.

Ongoing Step Effects:

The Wood Orc Bandit and level 1: **Wood Elf Bandit** are companions controlled by the party in this session. One of them may be used in each non-quest-step battle, and the Wood Elf Bandit may be used in the final quest step battle. When these companions are defeated, set them aside (separate from the other set-aside units). During any End of Day Phase, if all adventurers forgo their Adventurers Rest step, the party may revive 1 of these defeated companions.

Battle Map Setup:

Battle Objective - Conquer

Rewards: 2

When completed, go to entry: E04 *(pg. 40)*

C07 Fencing With The Enemy

Thieves Guild

You decide that you don't want to postpone your job to track down these so-called Soldiers of the Void. Shortly after you establish your next fence, however, you begin to notice things. A sideways glance here, a sabotaged food pack there. You suspect you are being followed. You know that a confrontation will have to come soon, and that you can either initiate it yourself or be caught unawares.

Special Setup Instructions:

Add quest unit: **Zirik** to the level 10/20 enemy bag. If is 3+, add quest unit: **Big Bad Bazri** instead.

Quest Objective:

Travel to any town besides Arenthia and initiate a town encounter (recommended by day 12, initiates a clash and the end of the quest). During the encounter, you must take a group town action to immediately proceed to Quest Step **D08**.

If you establish a fourth fence, add quest unit: **Watcher** to the level 10/20 enemy bag. If ☊ is 3+, add **Empowered Deslandra** instead.

Any quest units in the level 10/20 enemy bag during Quest Step **D08** will make the final clash harder regardless of whether they are drawn.

Ongoing Step Effects:

While items are facedown in ready slots, they cannot be used, moved to an adventurer's pack, or discarded for any reason. If gaining a Forest Blight card would force 1 of these facedown items to be discarded, place the Forest Blight card on top of the item instead.

You may establish a fence in 1 of 2 ways:

- While occupying a town other than Arenthia, take a group town action to make a social check (☊ x 3) and succeed it.
- In a single encounter, successfully lockpick ☊ x 2 caches, immediately discarding all items from those caches when gained.

Each time the party establishes a fence, each adventurer may flip over 1 of the ⛁ in their ready slots, at which point it may be used normally. Immediately when flipping it over, they may also choose to discard it and draw a new ⛁ to replace it. Items under a Forest Blight card cannot be flipped over.

When a quest unit is drawn from the level 10/20 enemy bag, deploy it and continue drawing enemies. The quest unit does not reduce the calculated EP. At the end of the battle in which the quest unit was drawn, place it back in the level 10/20 enemy bag.

Rewards: 0 ✲

When completed, go to entry: D08 *(pg. 38)*

Hunted
Fighters Guild

C12

You've obtained the artifact, though you have been slowed down by stealthy attacks that were likely ordered by the Dark Brotherhood. Dushkul, however, is undeterred, and asks you to escort him to the City of Ash. The former Wood Elf town was decimated when a cult leader opened a portal there to the realm of the Daedric Prince of Destruction.

"A brave hero helped close this portal, but it still bears the markings of Oblivion," Dushkul explains. "I believe the talisman can be used there to bind our land closer to the land of the Daedra. But be wary! Though the portal has closed, the City of Ash is still very dangerous, and I fear that the closer I get to accomplishing my task, the bolder my enemies will become."

Special Setup Instructions:

Remove the ⚱ token from the map.

Quest Objective:

Travel to City of Ash and initiate the City of Ash dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

After deploying enemies, deploy quest unit: **Chief Dushkul** to Hex B. He is a companion controlled by the party. Adventurers deploy to any unoccupied hex on Chief Dushkul's tile. Place ☊ HP chips in each sigil hex.

For each HP chip placed next to the map during the quest, Chief Dushkul is dealt 1 true damage at the start of the battle. If Dushkul's HP is reduced to 1, each remaining HP chip instead deals 1 true damage to each adventurer.

All sigils gain enemy skill: **Stalwart**. At the start of each round, deploy enemies to unoccupied hexes adjacent to sigils using as few enemies as possible, so that the combined level value of enemies in play equals the initial EP. These enemies must deploy adjacent to the sigil closest to Chief Dushkul, if possible.

Enemies can move up to 4 hexes. On an enemy's turn, if it can move into a hex that would let it target Chief Dushkul, it does so (it also prioritizes Chief Dushkul during its Declare Target step). If it cannot, its destination hex is the closest unoccupied hex to Chief Dushkul. If there are multiple destination hexes that are equidistant from Chief Dushkul, it prioritizes the hex that allows it to target an opposing unit.

This encounter is successful if Chief Dushkul has not been defeated at the end of Round 5 (this encounter may still be successful if all adventurers have been defeated). If Chief Dushkul is defeated, the quest is immediately failed.

Battle Objective - Special

Rewards: 3 ✲

When completed, go to entry: E13 *(pg. 41)*

C16 Orcsbane

Dark Brotherhood

This Orc is better prepared than you bargained for. You almost had him in your grasp at Horseshoe Island, but though you wounded him, he managed to escape. You round up some pirates Dushkul subdued and demand they tell you what it was that the chieftain was looking for.

"It was just some stone," spits one of the pirates, an exasperated and bruised Maormer. "Had some script carved in it. Daedric, maybe? The Orc was talking with a companion about it amplifying something. They were talking about going to Whisper Grove, though why anybody would want to go there, I can't imagine."

Whisper Grove. An incursion by the followers of the Daedra Mehrunes Dagon has reduced the former Wood Elf colony to a burning, dilapidated shell of its former self, now known to most as the City of Ash. That fact, combined with the talisman obtained by Dushkul, tells you the Orc's objective must be Daedric in nature, but it seems doubtful he would be attempting to summon the Prince of Destruction again. That particular Daedric prince is anything but minor, and no Wood Orc in their right mind would wish for Dagon to ravage Valenwood's lush forests. As you set off for Whisper Grove, you wonder what Dushkul is up to – and you can't help but puzzle over why someone would want him dead.

Quest Objective:

Travel to City of Ash and initiate the City of Ash dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

After deploying enemies, deploy quest unit: **Chief Dushkul** to Hex B. Place HP in sigil hexes.

If Chief Dushkul would be defeated during this quest step, he instead remains at 1 HP.

At the end of a turn in which all sigils are destroyed, proceed to Quest Step D17 without ending the current encounter. Note in your campaign journal which unit's turn just ended.

Battle Objective - Special

Rewards: 0

When completed, go to entry: D17 *(pg. 38)*

Proprietary Knowledge

Psijic Order

C32

Night has fallen as you approach the final site, and your heart drops to your stomach when you discover you are not alone. In a clearing at the middle of the site, a group of people wearing gray robes appears to be engaged in some sort of incantation. These cultists seem to fit the description of the shady investigators you learned about at the other sites, and if you hope to engage in the "disruption" part of your mission, you're going to need to do it right now. Judging from the ever-growing, shimmering ball of light in the middle of the group, these people are about to make a breakthrough.

Quest Objective:

Initiate the following clash, using the end of session difficulty EP.

After deploying enemies, if you are ***not*** occupying the Winter Site, roll 5 - status effect dice and apply them to enemies of your choice.

If you are occupying the Spring Site, each adventurer must select 2 skill lines with at least 1 available die currently in their attribute rows, if possible. They must roll all available dice in the selected skill lines (ignoring their Stamina and Magicka stats) and exhaust all tenacity results without gaining the tenacity. All dice showing other results are placed back into their attribute rows.

If you are occupying the Summer Site, adventurers must collectively discard equal to 2 x (or as many as possible).

If you are occupying the Autumn Site, each adventurer must lose all of their tenacity. If an adventurer's tenacity is already at 0, they must instead drain an available skill die.

If you are occupying the Winter Site, enemies take their turns before adventurers.

Battle Map Setup:

Battle Objective - Conquer

Rewards: 2

When completed, go to entry: E33 *(pg. 44)*

D08 Fencing With The Enemy

Thieves Guild

You'd hoped to avoid violence, but the Khajiit in the alleyway made it clear that a fight was coming, one way or another. You do some digging and learn that the Soldiers of the Void keep a small safehouse tucked away in a seedier corner of town. You throw open the door, hoping your surprise attack will end this quickly – and perhaps yield some valuables that your rivals had hoped to fence themselves.

Quest Objective:

Initiate the following clash, using the end of session difficulty EP.

After all enemies have been deployed, count the number of quest units remaining in the level 10/20 enemy bag (if any). If 2 remain, enemies take their turns before adventurers during this battle. If 1 remains, each adventurer gains light fatigue equal to their Cooldown stat and then must exhaust a number of available skill dice equal to their Cooldown stat.

Ongoing Step Effects:

When a quest unit is drawn from the level 10/20 enemy bag, deploy it and continue drawing enemies. The quest unit does not reduce the EP.

When a quest unit deploys from the enemy bag, it is deployed on the side you were instructed to place into the bag (**Zirik**, **Big Bad Bazri**, **Watcher**, **Empowered Deslandra**).

Battle Map Setup:

Battle Objective - Conquer

Rewards: 2 ✱

When completed, go to entry: E09 *(pg. 40)*

D17 Orcsbane

Dark Brotherhood

You approach the chief, who fixes you with an expression that wavers between determination and desperation. The totems he was using to amplify the magic of Oblivion lie broken around him, but he continues to clutch the talisman he recovered from Horseshoe Island. Seeing no way out, he appeals to you directly.

"I understand the Dark Brotherhood does not break its contracts easily, but hear me out," he pleads. "I know the one who has hired you to kill me, and her Soldiers of the Void. She seeks to sever the bonds between our world of Nirn and all other planes. Not just Oblivion, but Aetherius and the Void as well! The Brothers serve Sithis, do they not? If you won't think of the future of the Barkbite Clan, think of the god you serve! No more communion! If you would condemn the whole world for the sake of your honor, then fight on. If not, then aid me instead!"

Quest Objective:

If you choose to fulfill your contract and assassinate Chief Dushkul, proceed to Quest Step **D18**. If you choose to aid Chief Dushkul, proceed to Quest Step **D19**.

Rewards: 0 ✱

When completed, go to entry: D18 *(pg. 39)* **or D19** *(pg. 39)*

It will take more than some well-spoken words to get you to break your oath. You continue your approach, and Chief Dushkul curses, throwing the talisman on the ground. It shatters, and purple smoke wafts up from it, coating the Orc in an ethereal aura.

Special Setup Instructions:

Quest unit: **Chief Dushkul** gains ☊ HP (may exceed his Health stat).

Quest Objective:

The battle continues as normal. Check your campaign journal to see whose turn had just ended when the battle was interrupted, and begin with the following turn.

This encounter is successful if Chief Dushkul is defeated and all undefeated adventurers are occupying the entrance tile at the end of a round.

BATTLE OBJECTIVE - SPECIAL

Rewards: 2 ✵

When completed, go to entry: E20 *(pg. 41)*

The Dark Brotherhood does not tend to fret over unintended consequences, but in this case, you decide that the Orc is better left alive. Just as you clasp his hand in agreement, however, the City of Ash echoes with a howl of anger. A female voice rends the air, thunderous in its fury.

"You have been watched, and your commitment has been found lacking!" the voice says. "Prepare to join your quarry in the grave!"

Dushkul cocks his head and smiles. "You've made the right choice," he says. "The Soldiers' mistress is not happy."

Special Setup Instructions:

Populate all sigil hexes with ☊ HP. Deploy the following quest unit to an unoccupied hex adjacent to Hex A4 (or as close to A4 as possible), depending on ☊.

1 player: Morag Tong Assassin

2 players: Enraged Deslandra

3 players: Empowered Deslandra

4 players: Dream Weaver Fedryn

Quest Objective:

The battle continues as normal. Check your campaign journal to see whose turn had just ended when the battle was interrupted, and begin with the following turn. Chief Dushkul becomes a companion controlled by the party.

This encounter is successful if all undefeated adventurers and Chief Dushkul are occupying the entrance tile at the end of a round. If Chief Dushkul is defeated, the quest is failed.

BATTLE OBJECTIVE - SPECIAL

Rewards: 3 ✵

When completed, go to entry: E21 *(pg. 42)*

E04 Fatal Findings

Mages Guild

This time, you were ready for the assault, and you managed to surprise your would-be ambushers with an ambush of your own. In the fracas, you find that your hunch was correct: when the battle was pitched, Stomalsect took up arms against you! He had been informing on the expedition this whole time!

Now, he struggles against his bindings as you question him.

"I was just in it for the treasure!" he snarls. "What do I care what happened to Falinesti, or who knows it? My employers only said that they were interested in learning the city's secrets for themselves and that they didn't appreciate the competition!" He looks around at the corpses of his allies, which litter the site where the city once stood. "I guess this counts as a setback for them."

Perplexed, you resolve to return to Haven, Stomalsect in tow, to see if you and Geric can glean more information from your captive. Falinesti's disappearance will have to wait for another time, but you suspect that whoever wished to keep it from you is busy licking their wounds as well.

In Session 1, choose 1 of the following options:

- If your negative experience with this Wood Orc leads you to hold a grudge, select the Valenwood Dark Brotherhood Quest for Session 2.
- If the guild believes your experience with Orcs will help you with one gone rogue, select the Hammerfell Mages Guild Quest for Session 2 (requires Hammerfell expansion).
- If your success at this magical errand earns you the notice of another mystical order, select the Morrowind Psijic Order Quest for Session 2.

In Session 2, you decide to respond to your attackers in kind. Seeking out Foucault Geric for additional information, you learn that this interception was likely spearheaded by Deslandra, a local Wood Elf folk hero who usually turns to back channels to accomplish her dirty work. Though her influence in Valenwood is strong, you can feel the winds changing, and now seems like the best time to capitalize on the setback you caused for the Wood Orc's employers. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Disrupt Operation

E09 Fencing With The Enemy

Thieves Guild

The Thieves Guild prefers not to stain its hands too red with blood, so you decide to deemphasize your use of force when you report back after the battle. Still, however it was accomplished, your ambush was a huge success. You've eliminated your competition, and the hideout was littered with various letters related to the operations of the Soldiers of the Void. The organization's black market is used less for under-the-table profits and more for laundering and transporting goods for the Soldiers' various enterprises. As you'd hoped, the safehouse also contained several crates filled with a variety of artifacts, though most of these appeared destined for or recently arrived from foreign ports of call rather than local dealers. A Mages Guild talisman from the Arcane University, a box of difficult-to-identify goods from Elsweyr... It seems the Soldiers' illegal enterprises are far more wide-reaching than mere heists and break-ins.

In Session 1, choose 1 of the following options:

- If you hand the talisman over to the Mages Guild and it earns you another job, select the Valenwood Mages Guild Quest for Session 2.
- If you decide to investigate the origins of the talisman, select the Cyrodiil Thieves Guild Quest for Session 2.
- If you decide to further investigate the strange box, select the Elsweyr Fighters Guild Quest for Session 2 (requires Elsweyr expansion).

In Session 2, with your guild obligations fulfilled, you decide to take a bit of retribution into your own hands. You look for more information on the Soldiers of the Void and learn that their aggression toward you is likely due to the increasing boldness of their leader: Deslandra, a local Wood Elf with a lot of sway over the people of Valenwood. Wielding that influence for a personal agenda may or may not be wrong, but it's certainly bad for business. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Obtain Artifact

HUNTED — E13
Fighters Guild

You emerge from the City of Ash singed and exhausted, but intact. Dushkul thanks you for your assistance.

"Now that I have accomplished my goal, I think the person who put out that contract will no longer see so great a need for my death," he says. "In truth, I don't know for certain how much my ritual accomplished, but I take heart in the knowledge that so many foes didn't want me to do it. That gives me hope that it will have an effect."

You bid him farewell, but he fixes you with an intent stare.

"You have proven yourself to be a friend to the Barkbite," he says. "That means I am a friend to you."

In Session 1, choose 1 of the following options:

- If Dushkul shares information about another mission he might be able to help you with, select the Valenwood Circle of Champions Quest for Session 2.
- If the Fighters Guild sends you on another high-stakes escort mission, select the Skyrim Fighters Guild Quest for Session 2.
- If you promise to meet up with Dushkul after your next job, select the Black Marsh Mages Guild Quest for Session 2.

In Session 2, you offer to help Chief Dushkul investigate his would-be killers. With the Dark Brotherhood associates who targeted him dead by your hand, that lead has run cold, so you look to Valenwood's criminal underworld for answers. You're surprised to learn that agents of a local and revered Wood Elf named Deslandra have been active in all manner of shady dealings as of late, many of them relating to the recovery and study of dangerous Daedric artifacts. Dushkul promises to assist when you confront this provincial scion of supposed good deeds. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Gain Ally: **Chief Dushkul**

ORCSBANE — E20
Dark Brotherhood

You struck the killing blow and made it out of the city alive – although as you left this foul place, you could have sworn you saw a lithe Wood Elf slink away into the darkness. Dushkul was clearly under some sort of Daedric influence at the time of his "death," which leaves you unsure whether he is truly out of reach of the mortal realm. Regardless, his plan, whatever it was, should be foiled to the satisfaction of the contract holder. Still, the words of the Orc weigh heavy on you, and you resolve to look into just who wanted him dead and why. If he was telling the truth, the Brotherhood will want to know, and it will perhaps want to make another contract of its own.

In Session 1, choose 1 of the following options:

- If your experience in the City of Ash makes you perfect for an important Undaunted mission, select the Valenwood Undaunted Quest for Session 2.
- If the Brotherhood rewards your loyalty with continued trust, select the Hammerfell Dark Brotherhood Quest for Session 2 (requires Hammerfell expansion).
- If this business makes you want to do a good turn for an Orc to balance the scales, select the Skyrim Mages Guild Quest for Session 2.

In Session 2, your dreams are haunted by the chief's pleas. With your duty fulfilled, you initiate your own investigation into the mysterious Soldiers of the Void and what they would stand to gain from such a contract. Fortunately, word about the Soldiers is not hard to come by these days, as the group has been exerting its influence all over Tamriel. They are rumored to be led by the well-known Wood Elf philanthropist Deslandra, and if she is aiming to sever all bonds to Oblivion, including to Sithis, the Dark Brotherhood cannot remain neutral. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Intercept Intelligence

E21 Orcsbane

Dark Brotherhood

Your betrayal of the Brotherhood has certainly earned the ire of whoever issued the contract, but you think Sithis would understand. Sparing this one life will ultimately deliver more lives to Bringer of Ends.

You have no faith that the guild will see it that way, however, so you know you cannot return to sanctuary. Fortunately, Chief Dushkul offers his hand in friendship.

"I know the courage it takes to defy your clan for the sake of a higher purpose," he says. "I will aid you on your path, should you need it. If you must travel away from this place, I can offer a good word to my countrymen on your behalf."

In Session 1, choose 1 of the following options:

- If your experience in the City of Ash makes you perfect for an important Undaunted mission, select the Valenwood Undaunted Quest for Session 2.
- If Chief Dushkul promises to put in a good word for you with the Orcs of Wrothgar, select the High Rock Mages Guild Quest for Session 2.
- If you follow up Dushkul's news of Orcs in need in Western Skyrim, select the Skyrim Circle of Champions Quest for Session 2.

In Session 2, you recognize that this betrayal will surely attract the ire of both the Soldiers of the Void and the Dark Brotherhood itself. If Chief Dushkul was speaking true, your betrayal of Brotherhood orders was still in the greater service to Sithis. Chief Dushkul, happy to repay the favor, informs you of the group's leader Deslandra, a local Valenwood do-gooder who uses her clout for less-than-legal purposes behind the scenes. With Sithis guiding your hand and Chief Dushkul covering your back, you steel yourself to strike Deslandra down once and for all. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Gain Ally: **Chief Dushkul**
In addition to your major keyword, also gain minor keyword: Assassin's Wrath

E24 Pledge of Power

Undaunted

Artifact in hand, you travel to Elden Root, Gilrion's Valenwood headquarters. He is awaiting your arrival with a scholar on loan from the Mages Guild.

"This is a talisman of amplification," the wizened old Argonian explains. "It can be used to amplify all sorts of magical effects, and it is especially helpful as a stabilizing agent in rituals. Even broken, it could be used for a variety of valuable purposes in the right hands... or the wrong ones."

You don't know which kind yours are, but given the evil you saw in the city, you're glad the stone found its way to your hands instead of the hands of whoever else was after it.

In Session 1, choose 1 of the following options:

- If you're hungry for more of the riches that Valenwood can offer, select the Valenwood Thieves Guild Quest for Session 2.
- If you wish to track down even more magical artifacts, select the Cyrodiil Undaunted Quest for Session 2.
- If you consider whose hands the right ones might be, and how those hands could use assistance, select the Summerset Outer Watch Quest for Session 2 (requires Summerset expansion).

In Session 2, you recognize the potential of this talisman and the danger any ritual involving it might entail. You also recognize that those desperate enough to try stealing it may be desperate enough to attempt their ritual without it, an outcome that could potentially be catastrophic to the people of Valenwood. Fortunately, the guild identifies the clothing of the competing treasure hunters as characteristic of the Soldiers of the Void, a group the guild has butted heads with throughout the continent. The Soldiers' leader, a local and beloved Wood Elf named Deslandra, is unlikely to let this setback halt her plans, so you decide to do it yourself. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Recover Reagent

Gossip and Slander

Outer Watch

E26

Bodean clanks his mug against yours as he celebrates a successful mission.

"It feels good to do good again," he says. "I think your work has gone a long way towards helping the Outer Watch reestablish our credibility here, and just as importantly, your new contacts were able to point you in the direction of one of Deslandra's bases in Valenwood. You always end up going above and beyond the call of duty."

He drinks deep and wipes his mouth.

"Speaking of which, I've got another job for you if you're up to it," he continues. "This time, no Daedra companion, I promise... although she's not so bad, is she?"

In Session 1, choose 1 of the following options:

- If you'd rather take on a friendlier companion, select the Valenwood Fighters Guild Quest for Session 2.
- If you accept Bodean's offer, select the Summerset Outer Watch Quest for Session 2 (requires Summerset expansion).
- If you'd rather take on a friendlier companion and you're so annoyed at Bodean after this whole Daedra business that you need to skip town, select the High Rock Fighters Guild Quest for Session 2.

In Session 2, you decide that the changing perception of the Outer Watch in Valenwood is also the perfect opportunity to take down Deslandra on her home turf. For too long, she has been cashing in her goodwill for her own schemes. By infiltrating Cursebreaker's Copse and turning Valenwood against her, you can end Deslandra's ambitions, and the shadow she casts over the Outer Watch, once and for all. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Gain Notoriety

E33 Proprietary Knowledge

Psijic Order

The participants in the ritual now either dead or scattered, you examine what they left in their wake. Just as the Order suspected, these cultists – you find correspondence that identifies them as part of a group called the "Soldiers of the Void" – were studying Falinesti for a variety of practical purposes, including the creation and manipulation of pocket realms. It appears you have interrupted an attempt to create and sustain such a realm. Quickly and methodically, you destroy or confiscate everything of value to the experiment and begin making your way back to Woodhearth, where you will make a complete report to the Order.

In Session 1, choose 1 of the following options:

- If this business impresses on you the value of establishing friendly contacts in the region, select the Valenwood Eyes of the Queen Quest for Session 2.
- If these cultists lead you to investigate suspicious cultist activity elsewhere in Tamriel, select the Cyrodiil Psijic Order Quest for Session 2.
- If you'd rather take a break and go treasure hunting, select the Summerset Undaunted Quest for Session 2 (requires Summerset expansion).

In Session 2, the Order sends you back out to detain or otherwise contain the Soldiers of the Void. While their investigation into the magic of Falinesti was thwarted, the Soldiers are bound to possess dangerous knowledge regarding it already. From what the Order knows about Deslandra and her cult, she is studying the effects of severing the links between the mortal plane of Nirn and the immortal planes of Aetherius and Oblivion, a task that could put an end to all magic. If her attempt at creating a pocket realm were to succeed, she could attempt to use it to envelop all of Nirn, with potentially catastrophic consequences. The Order cannot allow this. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Ruin Experiment

E36 A Matter of Loyalty

Eyes of the Queen

Raz's pesky Wood Elf escaped, but you managed to capture one of her lieutenants, a sullen High Elf named Catha. Though Catha won't talk, Raz believes her to be the primary recruiter acting against your interests in the region.

"Raz will interrogate her at a more leisurely pace elsewhere," he says. "This City of Ash is staining Raz's fur."

In Session 1, choose 1 of the following options:

- If you prefer to earn your allies the honest way, select the Valenwood Outer Watch Quest for Session 2.
- If you move on to another assignment while Raz conducts his interrogation, select the Hammerfell Eyes of the Queen Quest for Session 2 (requires Hammerfell expansion).
- If you'd prefer less conversation and more action on your next journey, select the Morrowind Circle of Champions Quest for Session 2.

In Session 2, the Eyes do not take kindly to the intervention of this elusive Wood Elf. After Raz's interrogation with Catha, he confirms his suspicions: the local elf making a regional power play is Deslandra, a mage of no small ability who has tangled with the Eyes before. You have felt Deslandra's influence throughout Valenwood already, as her words have often turned the region's residents against you. If Catha's words are to be believed, Deslandra's plans extend far beyond local patronage and into something more dangerous and continent-spanning. Raz orders you to seek out Deslandra and put a stop to her schemes. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Block Operative

You've won a tough but decisive victory. Big Bad Bazri was relentless, and you were ultimately forced to strike her down to defend your team. Battlemaster Rivyn himself was in attendance at the fight, and he now approaches you with congratulations.

"Great work today," he says. "You're proving yourself a worthy ambassador of the Circle. I have another public relations venture I would love to have your help with... although, given our past run-ins with this Deslandra character, maybe you'd be wiser to investigate more of her activities in the region, instead."

In Session 1, choose 1 of the following options:

- If your journey fed your curiosity about the strange Falinesti Sites around the province, select the Valenwood Psijic Order Quest for Session 2.
- If you'd like to continue your countryside touring lifestyle, select the Black Marsh Circle of Champions Quest for Session 2.
- If your knack for fighting could be sharpened into a deadlier edge, select the Elsweyr Dark Brotherhood Quest for Session 2 (requires Elsweyr expansion).

In Session 2, you take Rivyn's advice and conduct a full investigation. It seems Deslandra's investment in the Titans' Triangle was not born of passion for exhibition fighting, but rather to be used as a tool of recruitment and local influence. Deslandra's charm and power are well-known in Valenwood, and a victory over the Circle of Champions would have compounded her legend. Rivyn thanks you for your work and asks you to track down Deslandra. Given the Circle's past entanglements with the elf, the battlemaster shares your worry that whatever Deslandra's final objective, it will be far more consequential than exclusive fighting rights. Proceed to the Valenwood endgame quest for Session 3.

Gain Keyword: Eliminate Agent

City of Ash

Dungeon

Tiles Needed:

Entrance Tile
3-hex tiles x3
6-hex tiles x2
7-hex tiles x2
19-hex tile x1

Rules:

Hexes A1-A4 are sigil hexes and represent locations where sigils can be used for communing with Oblivion. Dungeon quest steps may require you to place HP in these hexes, creating sigils for that step. While a sigil is in play, all enemies on that tile gain enemy skill: **Ethereal**. Sigils are considered quest enemies but do not take turns and cannot move.

Cursebreaker's Copse

DUNGEON

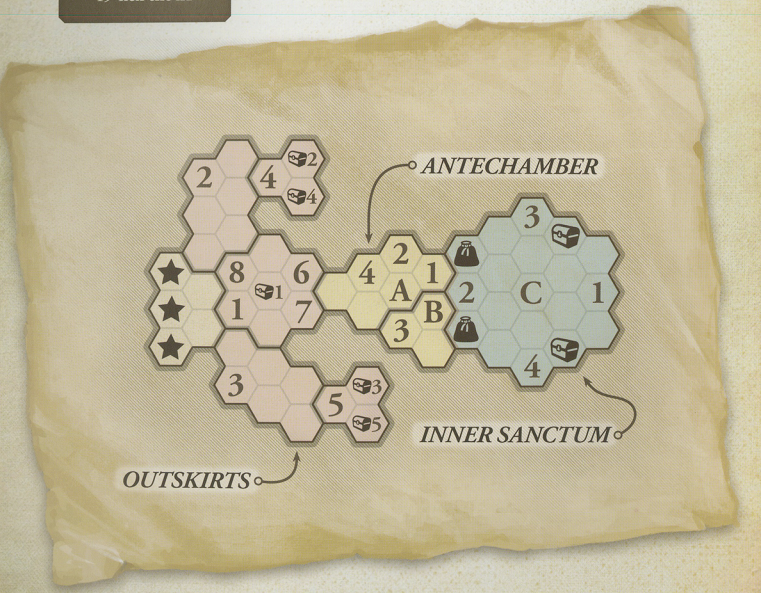
Tiles Needed:

Entrance Tile
3-hex tiles x3
6-hex tiles x3
7-hex tiles x1
19-hex tile x1

Rules:

This dungeon is only used during the Valenwood endgame quest.

When setting up the dungeon, do not attach the Antechamber and Inner Sanctum to the Outskirts, and do not populate any chips on those tiles. The quest will inform you when to set up and attach these areas.



Endgame
Gruesome Grove

DAY 1

Deslandra has overplayed her hand. The Wood Elf is too popular in Valenwood to attack publicly, but thanks to her continued interference with your efforts, you've been able to trace her operations to a base in an immature graht-oak tree she and her followers have dubbed "Cursebreaker's Copse." Judging by the various missives and shipments coming in and out of this area, you believe this is Deslandra's primary headquarters, the location where she plans all of her exploits across the rest of the continent. You hope to launch a surprise assault on the wooded hideaway, although you're sure Deslandra is heavily protected.

Deslandra may be a local hero, but you've tried to do some good in Valenwood as you've wandered its byways and hoarvor trails. Like Deslandra herself, the Soldiers of the Void joined this cause because they wanted to do the right thing. Perhaps your track record will convince one or two of them to join your side.

Special Setup Instructions:

Create a stack of HP chips containing a number of chips equal to the amount of **Resistance** keywords collected by the party, plus an additional amount based on your difficulty level as outlined below. This is your resistance tokens stack.

Apprentice: +3 **Adept:** +2 **Expert:** +1

Set up the Cursebreaker's Copse dungeon. Keep the Antechamber and Inner Sanctum detached from the rest of the dungeon and do not populate them until instructed to do so. Calculate an EP using the end of session difficulty EP and deploy enemies to the numbered hexes in the Outskirts. Only populate caches equal to + 1, in their numbered order.

After deploying enemies, adventurers may choose to discard items, spend saved XP, or untrain stats and skill dice to gain additional resistance tokens. For every amount of points spent, the party gains 1 resistance token. Saved XP and items count for 1 point each. Untrained stats and skill dice count for points equal to the cost of the most expensive slot trained in that line.

Set the Day Dial to 1. For the duration of the endgame quest, the Day Dial tracks the Cursebreaker's Copse security level instead of the current day. Set aside quest units: **Big Bad Bazri**, **Cursebreaker Deslandra**, and **Watcher**.

Quest Objective:

If the security level is at 3, resolve the Round Counter and Fatigue Rounds as normal. If it is below 3, each time the Round Counter increases, increase it an additional number of times equal to the number of caches in play. When it increases to Fatigue Rounds, each adventurer gains 1 overfatigue. Then, set the Round Counter to 1 (ignoring any remaining increases), gain 1 resistance token, and increase the security level (represented by the Day Dial) by 1 (adventurers are not dealt Fatigue Round damage).

At the end of any turn in which at least 1 adventurer is adjacent to an enemy, adventurers may spend a number of resistance tokens depending on the enemy's level as outlined below in order to make social checks (x 2) for any number of adjacent enemies. If successful, the adjacent enemy becomes a companion controlled by the party. If unsuccessful, do not spend the resistance tokens. The number of resistance tokens required is as follows:

Level 1: 1 resistance token **Level 5:** 2 resistance tokens

Level 10: 5 resistance tokens **Level 20:** 6 resistance tokens

Caches are not removed after unsuccessful lockpick checks, but the top item card is still discarded. When a cache is successfully lockpicked, that adventurer gains the item and then a Forest Blight card.

At the end of any round in which no caches remain, attach the Antechamber (but not the Inner Sanctum) to the rest of the dungeon and deploy Big Bad Bazri to Hex A. Calculate an additional EP and divide it in half (rounding up), and deploy enemies resulting from this calculation to the numbered hexes in the Antechamber. If points still remain in this EP, use the hexes on the entrance tile as enemy deployment hexes. If any units are already occupying the hexes, place them in the closest unoccupied hexes.

At the end of a round in which any companion is occupying Hex B, immediately proceed to the next step without ending the encounter.

Battle Objective - Special

Rewards: 0

When completed, go to day 2

Available Keywords

Block Operative

You kept a key figure in Deslandra's operation from recruiting guards for Cursebreaker's Copse.

Whenever an EP is calculated, after all other modifiers are resolved, each adventurer may roll 1 D6 and reduce the calculated EP by the amount rolled. Additionally, enemies require 1 fewer resistance token to make a social check.

Destroy Equipment

Your destruction of vital defensive supplies has left the Soldiers of the Void unequipped.

Adventurers ignore 1 defense on their targets for each Forest Blight card in their inventory.

Disrupt Operation

You ruined Deslandra's attempt to learn the secrets of Falinesti, demoralizing her soldiers.

Each time an adventurer defeats a non-quest enemy, the party gains 1 resistance token.

Eliminate Agent

Your bloody work in the field has waylaid Deslandra's Khajiit enforcer.

Deploy a random level 1 enemy instead of quest unit: **Big Bad Bazri.**

Gain Ally

During your travels, you made a powerful ally of someone who has a vested interest in Deslandra's demise.

The quest unit associated with your keyword becomes a companion controlled by the party.

Gain Notoriety

Your efforts to bolster your reputation have made Deslandra's lieutenants afraid to confront you.

Quest enemies are considered to be level 20 enemies. Additionally, choose 1 of the following options during setup:

- Social checks to convert enemies into companions are automatically successful (lasts entire session).
- Gain 4 resistance tokens.

Intercept Intelligence

Your brush with Deslandra's dirty dealings has given you insight into her trusted personnel.

Anytime an enemy would be randomly deployed from an enemy bag, draw 3 and choose 1 to deploy. Return the other 2 back to their enemy bag.

Obtain Artifact

Though its full properties remain a mystery, the artifact you obtained seems to be invigorating your party.

Once per security level, at the end of a round, the party may choose to take an Adventurers Rest step. When this happens, adventurers may choose to forgo the removal of a die from their cooldown track to instead recover a drained skill die or remove a Forest Blight card.

Minor Keyword - Speak for the Trees

Your kindness to nature does not go unreciprocated.

Each time an adventurer gains a Forest Blight card, they may freely choose which card to gain. If you also have minor keyword: **Underworld Disarray**, when affected by enemy skill: Steal, you may discard a Forest Blight card instead of an item.

Minor Keyword - Rude

The trees remember your slight of one of Valenwood's finest.

After resolving setup, each adventurer draws a Forest Blight card.

Endgame
Gruesome Grove

DAY 2

You provide cover for your companion as they work the final mechanism, which will hopefully lead to Deslandra's inner sanctum. Hearing the final click, you look to your ally in a moment of triumph. This is it. It's time to take the fight to Deslandra and end her here, once and for all. But before you can rally your strength for the final push, you see a flash of light, followed by a splatter of blood. In the place where your ally once stood is Deslandra, adorned in viscera.

"No one knows the secrets of this place but me," she says, wiping a dribble of blood from above her eye. "You may have taken me by surprise, but Valenwood is my home. The Cursebreaker's Copse is my fortress. I'll end you here and now, and I'll be free to execute my plans across Tamriel. You will not live to see it, but I promise you, the end of magic in Nirn will have long-lasting benefits you can't begin to imagine. Your mind isn't big enough."

She hurls a magic bolt.

Special Setup Instructions:

Attach the Inner Sanctum to the rest of the dungeon. Remove the unit occupying Hex B, leaving their HP. Deploy quest unit: **Cursebreaker Deslandra** to Hex B with full HP, gaining the additional HP in that hex (may exceed Health stat). Deploy quest unit: **Watcher** to Hex C with additional HP equal to ☊ (may exceed Health stat). Then, calculate an EP using the end of session difficulty EP and deploy enemies resulting from that calculation to the numbered hexes in the Inner Sanctum. If points still remain in the EP, use the ★ hexes on the entrance tile as enemy deployment hexes. If any units are already occupying the ★ hexes, place them in the closest unoccupied hexes.

Quest Objective:

If the security level is at 3, resolve the Round Counter and Fatigue Rounds as normal. If it is below 3, each time the Round Counter increases, increase it an additional number of times equal to the number of caches in play. When it increases to Fatigue Rounds, each adventurer gains 1 overfatigue. Then, set the Round Counter to 1 (ignoring any remaining increases), gain 1 resistance token, and increase the security level (represented by the Day Dial) by 1 (adventurers are not dealt Fatigue Round damage).

At the end of any turn in which at least 1 adventurer is adjacent to an enemy, adventurers may spend a number of resistance tokens as outlined below in order to make social checks (☊ x 2) for any number of adjacent enemies. If successful, the adjacent enemy becomes a companion controlled by the party. If unsuccessful, do not spend the resistance tokens. The number of resistance tokens required is as follows:

Level 1: 1 resistance token

Level 5: 2 resistance tokens

Level 10: 4 resistance tokens

Level 20: 5 resistance tokens

Cursebreaker Deslandra prevents all damage dealt to her (including true damage) that would cause her HP to fall below the current HP of the strongest undefeated quest unit.

Battle Objective - Conquer

When completed, go to the Epilogue

Available Keywords

Block Operative

Whenever an EP is calculated, after all other modifiers are resolved, each adventurer may roll 1 D6 and reduce the EP by the total amount rolled. Additionally, enemies require 1 fewer resistance token to make a social check.

Destroy Equipment

Adventurers ignore 1 defense on their targets for each Forest Blight card in their inventory.

Disrupt Operation

Each time an adventurer defeats a non-quest enemy, the party gains 1 resistance token.

Gain Notoriety

Quest enemies are considered to be level 20 enemies, with the exception of quest unit: **Watcher**.

Intercept Intelligence

Anytime an enemy would be randomly deployed from an enemy bag, draw 3 and choose 1 to deploy. Return the other 2 back to their enemy bag.

Obtain Artifact

Once per security level, at the end of a round, the party may choose to take an Adventurers Rest step. When this happens, adventurers may choose to forgo the removal of a die from their cooldown track to instead recover a drained skill die or remove a Forest Blight card.

Recover Reagent

As you peer into Deslandra's inner sanctum, you see her forces desperately trying to contain a Watcher. It seems whatever ritual they used to summon it fell apart, perhaps due to the lack of a key component.

Apply a Blind status die to quest unit: **Watcher**. It gains enemy skill: **Arcane**.

Ruin Experiment

Thanks to your meddling, Deslandra's booby trap has backfired.

After deploying, quest unit: **Cursebreaker Deslandra** is dealt 3 true damage. Additionally, roll 2 status dice. You may choose to apply them to Cursebreaker Deslandra or to any party members. If both status dice show the same result, you may choose to reroll 1 of the dice until both results are different.

Minor Keyword - Daedric Knowledge

Deslandra's influence has been interrupted, allowing the Watcher to serve its Daedric prince.

When quest unit: **Cursebreaker Deslandra**'s HP reaches 3 or fewer, quest unit: **Watcher** becomes a companion controlled by the party.

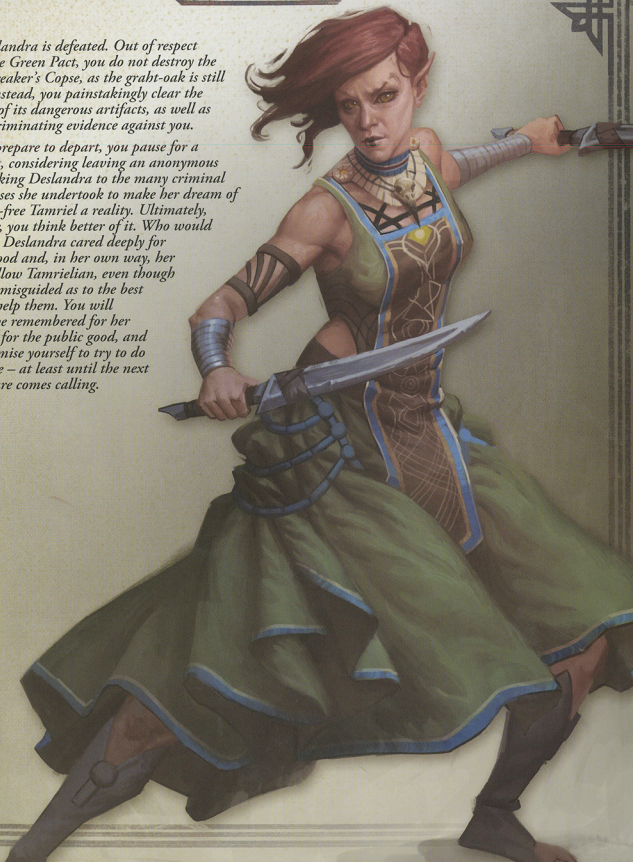
Minor Keyword - Assassin's Wrath

With your betrayal of the Black Sacrament so recent, you knew it was only a matter of time before the Brotherhood's retribution found you.

During setup, add quest unit: **Shadowscale Akisha** to the EP and deploy her to any hex adjacent to Hex C. She gains quest unit skill: **Cornered**.

Endgame
Gruesome Grove

Epilogue

Deslandra is defeated. Out of respect for the Green Pact, you do not destroy the Cursebreaker's Copse, as the graht-oak is still alive. Instead, you painstakingly clear the fortress of its dangerous artifacts, as well as any incriminating evidence against you.

As you prepare to depart, you pause for a moment, considering leaving an anonymous note linking Deslandra to the many criminal enterprises she undertook to make her dream of a magic-free Tamriel a reality. Ultimately, however, you think better of it. Who would it serve? Deslandra cared deeply for Valenwood and, in her own way, her every fellow Tamrielian, even though she was misguided as to the best way to help them. You will let her be remembered for her striving for the public good, and you promise yourself to try to do the same – at least until the next adventure comes calling.